

# X-COM

UFO DEFENSE



## TECHNICAL SUPPLEMENT FOR IBM PC COMPATIBLES

### CONTENTS

Your *X-COM UFO Defense* package should contain a Player's Handbook, this Technical Supplement, a set of 3.5" high density disks and a registration card.

### REQUIRED EQUIPMENT

- Computer

*X-COM UFO Defense* requires an IBM PC AT or a computer 100% compatible with this model.

The computer must have a high density floppy disk drive and a hard disk.

*X-COM UFO Defense* requires at least an 80386 processor and a minimum of 4MB RAM.

- Controls

You will require a Mouse and Keyboard to play *X-COM UFO Defense*.

- Display

*X-COM UFO Defense* requires a color monitor with a VGA graphics system. If you are using a compatible graphics card/monitor, it must be 100% compatible with VGA systems.

- **Disk Drives**

*X-COM UFO Defense* must be installed onto a hard disk with 12 Mb of free space.

- **DOS**

You must have IBM PC-DOS or Microsoft MS-DOS version 5.0 or higher.

## **COPY PROTECTION**

*X-COM UFO Defense* has no disk copy protection. However, the program asks you to enter an eight-digit number from the Player's Handbook. This number can be found in the bottom-left of the requested page. MicroProse regrets that continuing casual and organized software piracy requires that this minimal form of copy protection be retained.

## **INSTALLATION**

An installation program is included on the *X-COM UFO Defense* Disk 1.

Insert Disk 1 into your floppy drive (drive A or B) and designate that drive (by typing "A: [Return]" or "B: [Return]").

When the new prompt appears, type "INSTALL [Return]"

Please follow the on-screen text which appears.

The default (pre-set) installation routine places *X-COM UFO Defense* in a directory named C:\MPS\UFO

## **LOADING INSTRUCTIONS**

Switch on your machine and wait until the C:\> prompt appears.

Type "CD MPS\UFO [Return]" and then type "UFO [Return]" to run the game.

Note: If you have installed *X-COM UFO Defense* to another directory, you must type "CD [name of your directory]" first.

If the game fails to load, read the Problem Section of this Technical Supplement.

## **SOUND**

*X-COM UFO Defense* supports the PC internal speaker, AdLib compatible cards, SoundBlaster compatible cards and the Roland LAPC-1.

# GAME ENHANCEMENTS AND OTHER INFORMATION

## 1. THE BATTLESCAPE OPTIONS SCREEN



The Battlescape Options screen (section 3.2.3.11 of the Player's Handbook) consists of the following:

### **Scroll Speed**

Click on any of the numbered buttons to change the speed at which the view window moves, from 1 (slowest) to 5 (quickest).

### **Scroll Type**

Click on either of the numbered buttons to change the Scroll Type between Trigger Scroll (press the Left Mouse Button when the Mouse Pointer is at the edge of the screen) or Auto-Scroll (the view window moves automatically when the Mouse Pointer is moved to the edge of the screen).

### **Fire Speed**

Click on any of the numbered buttons to change the speed at which weapon shots move, from 1 (slowest) to 6 (quickest).

### **X-COM Movement Speed**

Click on any of the numbered buttons to change the speed at which your soldiers move, from 1 (slowest) to 6 (quickest).

## Alien Movement Speed

Click on any of the numbered buttons to change the speed at which the aliens move, from 1 (slowest) to 6 (quickest).

Click on the **OK** button to return to the Battlescape.

Click on the **Save Game** button to save your current game. You will be taken to the Select Save Position screen. See section 7.2 of the separate **Player's Handbook** for full details of saving games.

## 2. THE BATTLESCAPE SOLDIER DATA SCREEN



The Soldier Data screen (section 3.2.3.16 of the Player's Handbook) contains the following information:

**Time Units** - the soldier's remaining Time Units. These are required to carry out everything from walking to firing weapons.

**Energy** - the soldier's current Energy level. This will decrease as the soldier carries out energy-consuming actions such as walking through thick grass. The total energy available will be lowered if the soldier receives fatal wounds to the torso.

**Health** - the soldier's current Health. If the soldier has received Fatal Wounds, each wound decreases Health by one point per turn. If Health reaches zero, the soldier dies from the wounds incurred.

**Fatal Wounds** - the number of Fatal Wounds received by the soldier. The Medi-Kit can be used to heal Fatal Wounds.

**Bravery** - the soldier's Bravery. This determines the likelihood of the soldier's Morale decreasing.

**Morale** - the soldier's Morale. A soldier will lose Morale if the battle starts to swing in the alien's favor. If the Morale falls below 50, the soldier could panic.

**Reactions** - the soldier's Reactions. This determines how effective the soldier is at opportunity fire - taking a shot during the alien's turn (see section 3.2.6 of the Player's Handbook for full details).

**Firing Accuracy** - the soldier's accuracy at firing weapons. This will increase as the soldier gains battle experience.

**Throwing Accuracy** - the soldier's accuracy at throwing objects. This will increase as the soldier becomes more experienced.

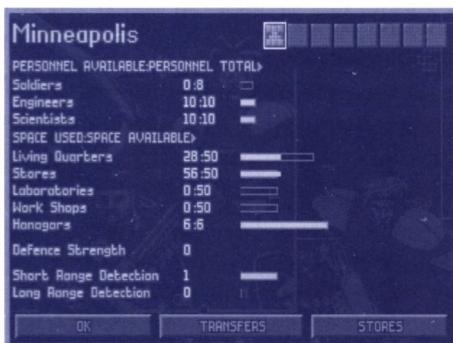
**Strength** - the soldier's Strength. This affects the distance which the soldier can throw objects.

**Psionic Strength** - the soldier's Psionic Strength. This is a measure of the soldier's natural ability to defend against an alien psionic attack.

**Psionic Skill** - the soldier's Psionic Skill. This is the soldier's ability to use the Psi Amp in mental combat.

**Armor** - the soldier's armor status, divided into sections for Front, Left, Right, Rear and Under. This will rise as the soldier is equipped with armor manufactured by your engineers.

### 3. THE BASE INFORMATION SCREEN



The Base Information screen (section 4.2.2 of the Player's Handbook) contains some extra features:

#### The Base Icons

In the top-right of the screen, there are eight Base Icons which allow you to change the currently selected base. These function in exactly the same way as the Base Icons in the Bases screen.

**The Base Name**

Click on the base name in the top-right of the Base Information screen to change the base name. A flashing \* cursor will appear. Use the Backspace Key to erase the previous name, type in the name of your choice using the Keyboard and press the Return Key.

**Short-Range Detection**

This is a display of the short-range detection ability of the base. Short range detection systems have a range of 300 nautical miles.

**Long-Range Detection**

This is a display of the long-range detection ability of the base. Long range detection systems have a range of 450 nautical miles.

*Note: X-COM radar systems, while very long ranged, rotate very slowly - once every 10 minutes. This means that your base will detect UFOs more effectively if more than one radar system is in place.*

**The Stores Button**

Click on the **Stores** button to view a list of the items currently in the stores.

**The Maintenance Button**

Click on the **Maintenance** button to view a list of your monthly expenses. These are made up of the following:-

**Craft** - X-COM do not own Skyrangers or Interceptors, they are leased from their owners for a monthly fee.

**Personnel** - your personnel are paid monthly, according to standard world pay scales.

**Base Facilities** - base facilities are re-equipped monthly. See the **UFOpaedia** for details of the maintenance cost of each base facility.

## 4. SOLDIERS

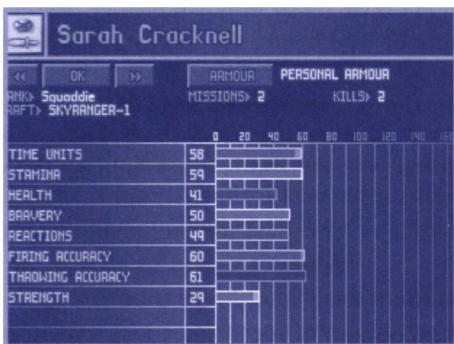


The Soldiers screen (section 4.2.10 of the Player's Handbook) contains some extra features:

Click on the **Soldiers** button in the Bases screen to access the Soldier List. This displays all the soldiers at the currently selected base, regardless of which craft they are assigned to.

Use the Mouse to highlight and select a soldier. You will be taken to the Soldier Data screen.

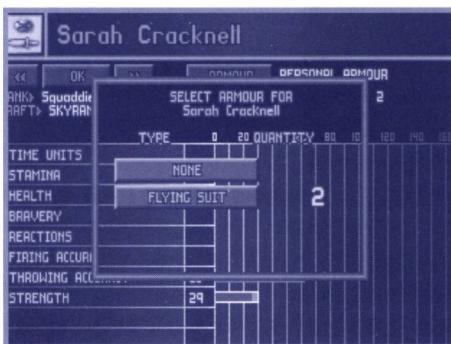
### The Soldier Data screen



The selected soldier's rank badge is in the top-left of this screen.

The soldier's name is next to the rank badge. Click on this to change the soldier's name. A flashing \* cursor will appear. Use the Backspace Key to erase the previous name, type in the name of your choice using the Keyboard and press the Return Key.

Click on the **Armor** button to change the armor worn by the soldier. The Select Armor window will appear, listing the types of armor available and the number of each in storage.



Click on an armor button. The soldier will now be equipped with the selected armor - its name appears next to the **Armor** button.

Below the buttons is a display of the following:

**Rank** - the soldier's X-COM rank.

**Missions** - the number of missions which the soldier has taken part in.

**Kills** - the number of aliens the soldier has killed.

**Craft** - the craft which the soldier is currently assigned to.

**Wound Recovery** - the number of days before the soldier recovers to full health.

In the bottom two-thirds of the screen, there is a display of the soldier's physical statistics. These are identical to those in the Battlescape Soldier Data screen (see the **Battlescape Soldier Data Screen** section of this Technical Supplement for full details).

Click on the **◀◀▶▶** buttons to view data for the next/previous soldier at the base.

Click on the **OK** button to return to the Soldier List screen.

Click on the **OK** button in the bottom of the Soldier List screen to return to the Bases screen.

## OPERATING DIFFICULTIES AND LOADING PROBLEMS

### Q. Why can't I install the game to my hard disk?

1. You must check all system requirements, especially any mention of hard disk space required, listed in this Technical Supplement.
2. If you still have a problem, you should make copies of the original disks and use the duplicates in place of the originals; sometimes you'll get a read error due to a difference in head alignment.
3. Try installing the program to an uncompressed partition on the hard disk in case Doublespace or a similar utility is conflicting in some way.

*Note: If your hard drive is compressed with the Doublespace program which accompanies MS-DOS 6.0/6.2 then you must double the amount of hard drive space needed during installation: not every file will compress at the same ratio of 2:1.*

4. Finally, try installing the game on another machine to see if the problem recurs.

### Q. How do I copy disks?

From the C:\> prompt, use the DOS command DISKCOPY A: A: [Return]. Follow the on-screen prompts.

### Q. Why won't my game load?

Check all memory requirements listed in this Technical Supplement. You will need 560 K of Conventional Memory and 1 Mb of Extended Memory (XMS) or Expanded Memory (EMS).

#### Conventional Memory

To check how much Conventional Memory is available, type MEM/C from the C:\> prompt and press the Return key. Look for the Largest Executable Program details. If there is insufficient Conventional Memory, you may need a Boot Disk.

### Q. What is a Boot Disk?

This is a Start Up disk for your computer which contains alternative start up files to those on your hard disk. The Boot Disk will allow more Conventional Memory to be available.

#### Making a Boot Disk

Instructions for making an MS-DOS Boot Disk (also known as a System Disk) will be found in your Microsoft manual.

#### Using a Boot Disk

Insert the Boot Disk into your floppy disk drive A and then switch on the computer. You should leave the disk in the floppy drive during play.

**Slow Running**

If you are not running from a boot disk, please ensure that you have SMARTDRV.SYS or SMARTDRV.EXE loaded into your CONFIG.SYS or AUTOEXEC.BAT.

If you are using MS-DOS 5.0, make sure you have the following line in your CONFIG.SYS file:

devicehigh=c:\dos\smartdrv.sys

If you are using MS-DOS 6.0 or 6.2, make sure the following line is in your AUTOEXEC.BAT file:

loadhigh c:\dos\smartdrv.exe

*However, this line may need removing if memory problems occur.*

**Q. Can I run my game through Windows?**

No, this is not recommended, it is likely that you will have insufficient memory to do so.

**Q. Does my game run with DR DOS, Novell DOS 7 or OS/2?**

Success is not guaranteed. MicroProse games are currently designed to run with MS-DOS 5.0 or 100% compatible DOS.

**Q. What is Base Memory?**

This is the original 1Mb (1024K) in your machine. It is divided up into Conventional Memory (640K), where MS-DOS and all PC programs load and Upper Memory (384K), where system programs reside.

In MS-DOS 5.0 the bulk of the operating system and associated drivers (such as the mouse driver) are normally loaded into Upper Memory. Other drivers held in the area of Conventional Memory will reduce your 640K available for the program.

It is important to have as much Conventional Memory as possible free.

**Q. What is Extended Memory (XMS)?**

Further memory, beyond the 1Mb of Base Memory on your PC is called Extended Memory. XMS can be used to free more Conventional Memory so that bigger games can be run. XMS can also be used to simulate Expanded Memory.

**Q. What is Expanded Memory (EMS)?**

EMS was originally designed to give the PC more memory to run programs. It has been around far longer than XMS so most programs take advantage of it. Most MicroProse games take advantage of EMS. The DOS command EMM386.EXE can be used to turn XMS into EMS and should be in your CONFIG.SYS.

*Remember that hard disk space is also measured in Megabytes (Mb). Don't confuse this with memory - the two are completely different!*

**Memory Managers**

If the program is occasionally freezing or crashing to DOS, you may have a conflict with your current memory manager. MicroProse recommend only the drivers which come with MS-DOS (i.e. HIMEM.SYS and EMM386.EXE). Try using the memory managers which come with MS-DOS 5.0, Windows 3.1, MS-DOS 6.0 or MS-DOS 6.2, in that order.

**Mouse Drivers**

Another common cause of the program freezing or crashing is due to a conflict with your current Mouse Driver. MicroProse recommend the Microsoft driver, MOUSE.COM or MOUSE.SYS v8.20 or higher. See the MS-DOS manual for full details. To check which Mouse Driver you are using, run the MSD program which comes with Windows 3.1 and MS-DOS 6.0/6.2.

**TECHNICAL ASSISTANCE**

If you have read through the Problems Section of this technical supplement and still experience difficulties with the game, you may need some help from us. As we receive many calls every day, we can deal with your inquiry more efficiently if you have the following information available:

1. The correct name of the game
2. The type of computer you are running it on
3. Your DOS version
4. How much *Conventional, Extended and Expanded memory* you have
5. The exact error message reported (if any)
6. The version # of the game
7. The version and make of your Mouse driver

If you have questions, contact MicroProse Customer Service at (410) 771-1151 Monday through Friday, 9 AM-5 PM Eastern Time. Please have a pencil and paper ready before you call.

It is also handy to be near your computer when you call.

**Virus**

Be aware that a virus may have transferred into your hardware from another piece of software. Pirated copies of games are an incredibly common source of virus problems. It always pays to own original software.

**Software Fault**

In the unlikely event of a software fault please return the complete package, with your receipt, to the **place of purchase**. MicroProse regrets that goods cannot be replaced unless bought from the company directly.

**The Read Me File**

The latest notes regarding this program, additions, revisions etc. can be found in a file named README.TXT in the UFO directory. These notes may be read by using either standard DOS commands or the DOS 5.0 text editor (type EDIT README.TXT).

**ONLINE SUPPORT SERVICES**

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(410) 785-1841, with settings of 8,N,1, and supports up to 14400 baud, 8 Lines, 24 hours a day, 7 days a week.

**America Online:** Industry Connection, Keyword: "MicroProse",  
Address: MicroProse

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Keyword: "Go GAMBPUB", Address: 76004,2223

**Delphi:** GameSig, Address: MicroProse

**Fidonet:** MicroProse Conference, Node 1: 2617/107

**GENie:** Scorpia RT, Keyword: "Scorpia", Address: MicroProse

**Internet:** Address:76004.2223@CompuServe.Com

**MCI Mail:** Address: MicroProse

**PC-Link:** Computer Forum, Keyword: "MicroProse",  
Address: MicroProse

**Prodigy:** "Game Club", Address: XHFK15D

**Promenade:** Industry Connection, Keyword: "MicroProse",  
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**Q-Link:** Computer Forum, MicroProse Section,  
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